



ORGANIZATION OF EDUCATIONAL GAMES IN BIOLOGY

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Annotation

All the students studying in our republic have been comprehensively developed as an adult and have been determined the necessary conditions and measures aimed at creating opportunities and giving this result. The article covers the ways of using “Flash” technology in the organization of games on the basis of information technologies in the process of Biology Education.

Keywords: healthy and harmonious generation, ualual games, information and communication technology, independent education.

Introduction

In our country, large-scale, clearly-oriented measures have been identified and are being taken to educate a healthy and harmonious generation, ensure the growth of the future generation in a healthy and sustainable environment, realize its creative and social potential of young people, create the necessary conditions and opportunities for the comprehensive development of the person who fully meets the requirements

The law "on the mountain of education" and the national program of training" form the basis of reforms carried out in the education system. In the above documents, it is envisaged to rely on the process of training qualified and highly qualified specialists capable of meeting moral and moral requirements to improve the quality and effectiveness of Education, ensure continuity and continuity of the educational system.

The organization of games on the basis of Information Technology in the teaching of biology is mainly aimed at supporting higher vocational education on the basis of information and communication technology, the means of data transmission, information items that serve to meet the needs of Independent Education of students, as well as the interaction of students on the basis of mutual knowledge.

The general criterion for seeing education in a technological direction is in its clear and carefully thought-out goal orientation. In this case, it is necessary to have a





certain set of legislation, processes, systems and appropriate actions for the implementation of the main goals. The fact that in the process of Biology Education intellectual games are mediated on the basis of Information Technology reveals its wide possibilities. In this place organizational aspects of education are initially viewed as a way of achieving the goals set out in the ghoumi externally. In the process of biology education, mainly “Flash” technology helps us closely in the organization of games on the basis of Information Technology.

Flash technology has tools that allow SWF format users to handle graphics with unlimited number of graphics options, and the ability to control the result through Web browsers. Another possibility of flash technology is in its adaptability. That is, this format can be used on all platforms. Another convenient option is that the images created with its help can not only be animated, but also enriched with interactive elements and sound, and also be controlled by programming.

Elements of the content of flash technology:

- Vector graphics processing animation in several ways,
- Create interactive elements on the interface,
- Add sound synchronously,
- Ensure that HTML is transferred to all formats used in fomati and other internet

In teaching biology, ualual games are organized on the basis of Information Technology. So intellektual games with the help of Information Technology, four games have been created, two of which show the result of the computer itself directly in the process of using the game. These are

1. Intellektual ring game.
2. Game of connoisseurs.
3. Intellektual game (let's keep Nature).
4. Staircase game.

When these four intellektual games are transferred using the computer technology, each of them has its own conditions and this is done using flash technology, i.e. when the game is played on the computer. Options such as entering the game, starting the game, evaluating the results section have been developed.

The next two types of ualual are controlled by the teacher while in the game the main purpose of this vision is that it is possible to test their mastered knowledge in another marotaba. In this round, campuses are introduced into the intellektual game, which is carried out only on the basis of teacher control, unlike the first type, that is, students carry out together with the teacher during the verification of the answers in the process of using the Games placed on the computers.

The basis of the use of Gaming Technologies is the active and accelerated activities of



students. Games are one of the main types of philanthropy in combination with Labor and reading, according to the research of scientists. The game is defined as the type of activity, in situations that are aimed at mastering and recreating social experiences, in which the management of an individual's own behavior is shaped and improved. An important aspect of this is that it is possible for students to evaluate their knowledge in an individual way, which means that students from these games can also use the lesson in their free time.

Literature

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